

UNIVERSITY OF TWENTE.

Formal Methods & Tools.

Model-based Testing with Graph Grammars

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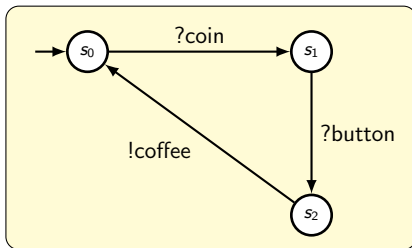
Model-based Testing (1/3)

- Why testing?
 - List of requirements
 - Test if implementation satisfies requirements
- Creating tests manually:
 - Error-prone
 - Time intensive
- Solution
 - Create model from the requirements
 - Generate tests automatically using model

Model-based Testing (2/3)

Model

- An abstract representation of the behavior of a system

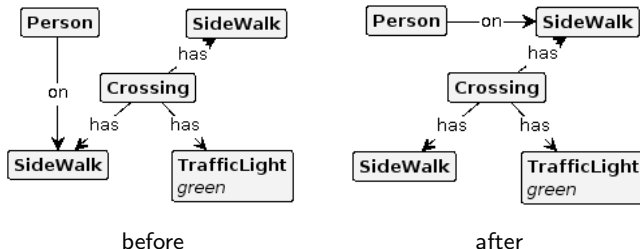


Model-based Testing (3/3)



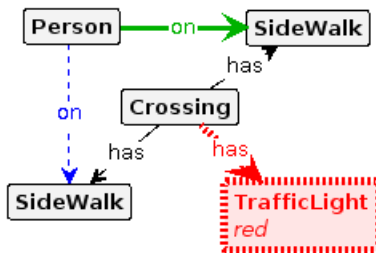
- 1 Take possible stimulus from model
- 2 Apply stimulus to SUT
- 3 Observe response(s)
- 4 Check if according to model
- 5 Notify tester whether test passed or failed
- 6 Repeat

Graph Grammars (1/2)



- Graphs represent system states
- Graph rules express possible changes to graph
- All possible changes make a *Graph Transition System*

Graph Grammars (2/2)



- Black and blue parts have to be present in graph
- Red parts may not be present in graph
- Blue is erased from graph
- Green is added to graph

Tools

- Axini Test Manager (ATM)
- GRaphs for Object-Oriented VErification (GROOVE)

Research Goals

- Goals
 - Use GROOVE and ATM to create model-based testing tool with Graph Grammars
 - Validate this tool using case studies
- Motivation
 - Graphs are well-known and often used to represent system states
 - Rules are useful for describing computations

Inhoudsopgave

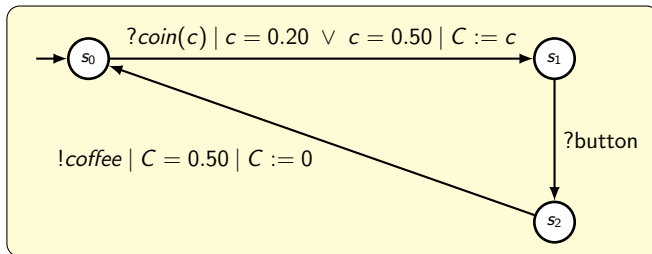
- 1 Setup
- 2 From Graph Grammar to STS
- 3 Validation
- 4 Conclusion

Contents

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Setup (1/2)

- Graphs for humans, transition systems for computers
- ATM uses *Symbolic Transition Systems*



Setup (2/2)

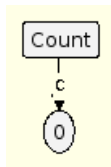
- The tool:
 - ① creates STS from the GG in GROOVE
 - ② sends STS to ATM
 - ③ does model-based testing in ATM
- Step number 1 is main part of this research.

Contents

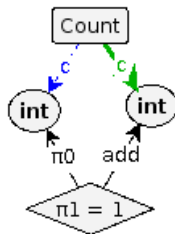
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Algorithm

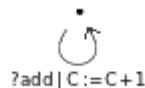
- 1 Create variables from data values
- 2 Explore GTS disregarding data values
- 3 Parse guards and updates from rules



graph



rule



STS

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Model Examples

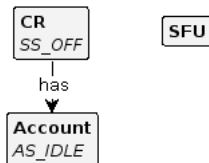
- 4 small examples used:
 - 1 a boardgame
 - 2 a puzzle
 - 3 a reservation system
 - 4 a bar tab system

Case study (1/2)

- Self-checkout register



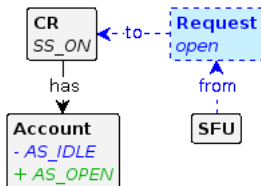
Case study (2/2)



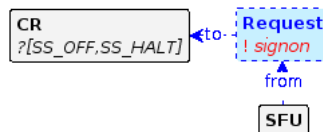
graph



request



response



error

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Conclusion

- Created a tool for model-based testing with Graph Grammars
- Transformation needs to be extended: complex data structures
- Modelling behavior with GGs is effective